# How to / Trackmania / Mediatracker / Workflow

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## Section 5: Timeline handling

The Timeline is there to control, what action happens at which time, with the precision of 1/100th second. Luckily most of the things are pretty self explaining...

T1 T2 T3 T4 T5 T6 T7 T8 T9 T10 T11
Replay Time
00:07.9
Where in time are we ?
(interacts with)
Timeline Slider (Move by mouse | Move by click on keyframe | Move by entering "Replay Time")

### Replay Time & Timeline slider

These 2 items control "where in time" you are (to preview what's happening, to insert Blocks & Keys etc.pp).

You can either enter the "Replay Time" manually by clicking/editing the value, or you can use your mouse to move the big red square at the bottom...

Both interact, so depending which one you use, the other one will adjust its behaviour.
The large preview window will always show the actual mediatracker content at the actual "Replay Time".

### Videoplay options [Buttons T1 to T6]

T1 : Rewind to start of the timeline
T2 : Stop playing
T3 : Play slowly (from "Replay Time" onwards)
T4 : Play at normal speed (from "Replay Time"onwards)
T5 : Fast forward to last Keyframe (=End Keyframe of the last Block of the Track)
T6 : Adjust timeline view, so the timeline is filled from first to last keyframe (Hold right mousebutton in the timeline to zoom in/out)

### Blocks

T7 : Insert New Block (at "Replay Time", needs 3 seconds space to the right)
T8 : Delete selected Block
Blocks can be selected / moved with left mousebutton.

### Keys

T9 : Insert Keyframe (at "Replay Time", needs 10/100 seconds space to left & right)
T10: Delete selected Keyframe
T11: Delete all Keyframes of the selected Block

Keyframes can be selected / moved with left mousebutton.
If you move Start/End Keyframes of a Block, the Block will be shortened/stretched.

### Exercise continued...

To preview your Clip, rewind to the start of the timeline and press the play button. Now the simple text effect should show.

After that, Exit the Mediatracker and play the track. The effect should also show here.

You made your first Mediatracker FX :-)

Click the Icon to download the *"MEDIATRACKER WORKFLOW FINISHED"* to see if you did everything right :-)

## Section 6 : Interaction Timeline / Block / Track

I've hidden something from you until now... a small but complex bit of information.

### Interaction of Timeline + Block

Surely you remember this little snippet when we changed *keyframe* values, don't you ?
As you already thought, "Block Start" & "Block End" are no *keyframe* values, but Block values.

They just appear when you edit *keyframe* values, because if you select a *keyframe*, the *block* "above" is automatically selected with it... That's why this *block* always appears together with the effect value section.

### What is this good for ?

Here you can edit the exact values when to begin + end the *block* in the Timeline, much more precisely than you could do it by dragging the *start / end keyframes* with your mousebutton.

### Interaction of Timeline + Track

The "Keep playing" option has nothing to do with *keyframe* or *block* values, it's a "Track" option.

Clicking the right of the 2 buttons will cause the last Block of the Track to KEEP ON PLAYING, with the values of its End Keyframe (That also means, that this part of the Clip keeps on playing).

The left button can't be clicked, it's just an optical indicator. It tells you if in the Clip/Track listing there is a Block present that "keeps on playing".

### What is this good for ?

Usually a *clip*'s content start to play when triggered and stops when a certain amount of time has passed (that means that all *blocks* in the *track* have been played to their end).

In some situations however, this "static" time amount in which the effect is used, is not enough, because you -as the author- simply don't know how long (in seconds) an effect should be visible.
Usually this is the case if different drivers with different speeds are passing a large area while driving the track, and the effect should be visible all the time while driving in that area...

A good application example is the Looping Camera.

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